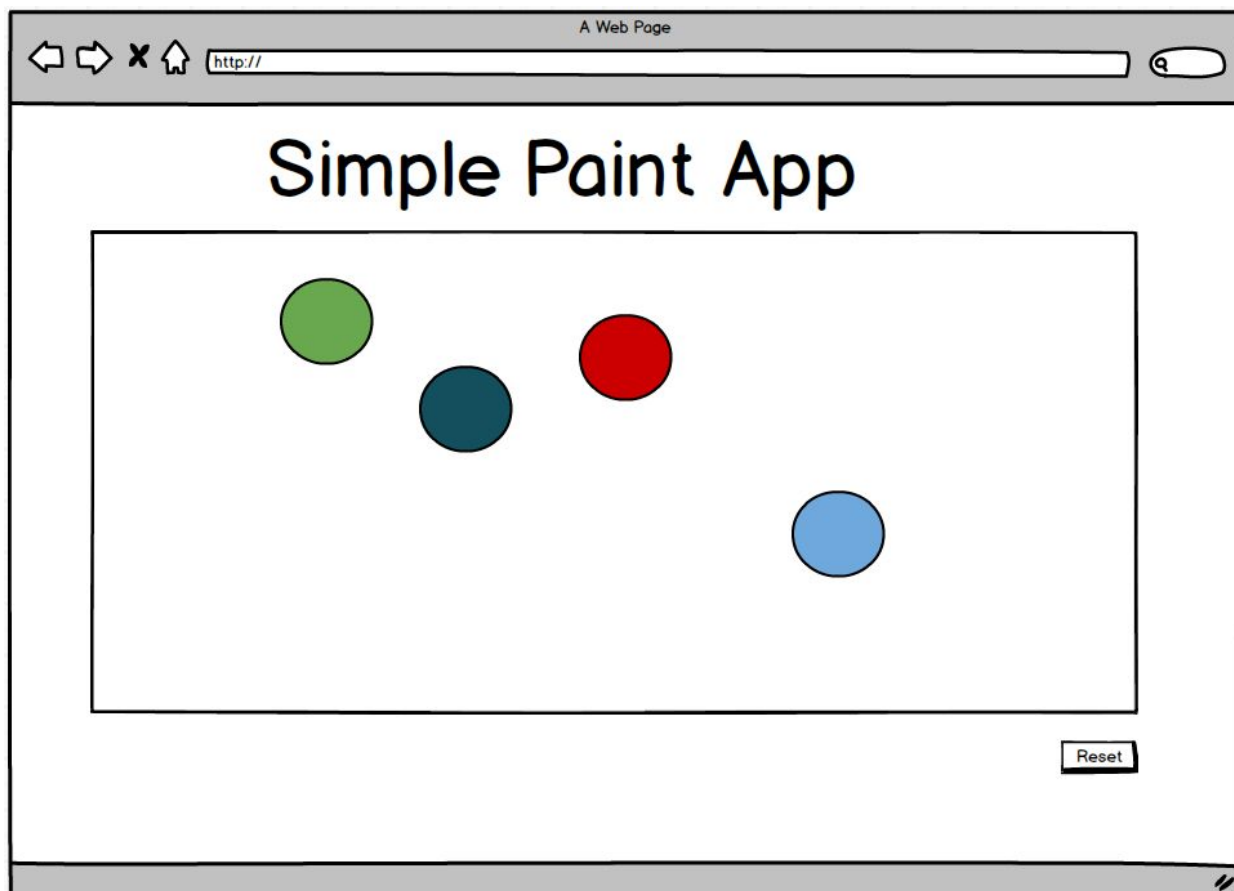


Instructions:

1. App should be written using **Plain JavaScript & HTML** - no third party libraries like KineticJS or jQuery should be used.
2. The Assignment is divided into two modules and both of them carry equal weightage.
3. Once both the modules are done, you can add any new feature to the same.
4. **Do not copy from other sources or post solutions online (GitHub, jsFiddle, etc) - if we get multiple answers with similar code, all of them will be rejected.**

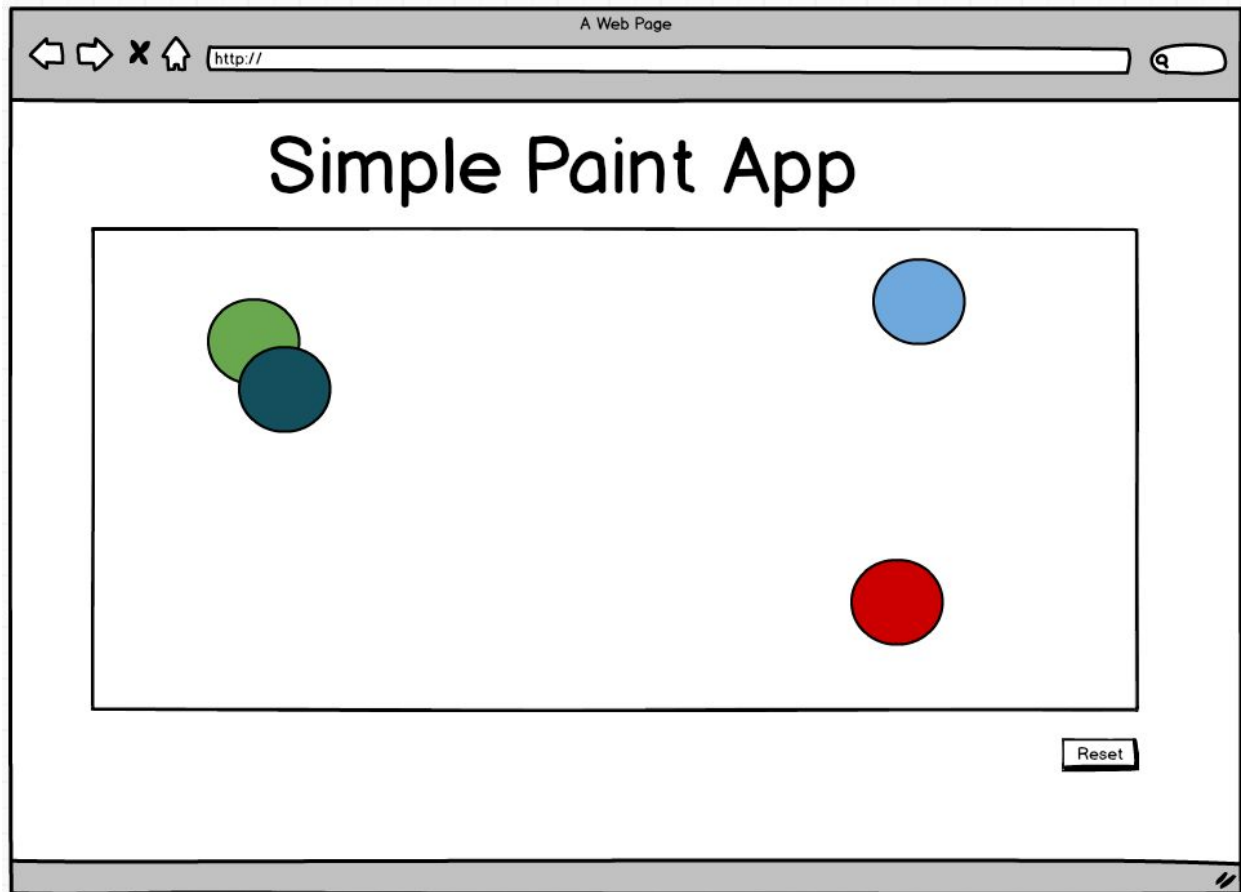
Module 1:

1. Create a Simple Paint App using HTML5 Canvas Element that lets users to draw circles on the canvas by clicking & dragging the mouse - like in Windows Paint App.
2. Size of circle should depend on how much the user drags the mouse.
3. Automatically fill it with different color.
4. Add a reset button that clears the canvas.



Module 2:

1. Whenever you click on canvas show a text 'Hit' if there is a circle below the cursor else 'Miss'.
2. Double clicking on a circle should delete the same.



Note:

Module 1 and Module 2 should be implemented in the same application and not in two different files.